

What Is Claimed Is:

1. A computer program product, in which a player-character who virtually
5 fires bullets responding to the input operation of a player, and an enemy-character
who is computer-controlled to virtually fire bullets at said player-character are
disposed in a virtual space, and a computer program for causing a computer system
to execute processing for displaying the status in said virtual space viewed from a
virtual viewpoint on a screen is recorded in a computer-readable recording medium,

10 wherein

said computer program causes said computer system to determine whether a
visual effects request for requesting visual effects processing was input by a player,

if said visual effects request was input, said computer program causes said
computer system to execute image display processing with visual effects such that
15 the display speed of at least said enemy-character and each one of the bullets fired
from said enemy-character becomes slower than the display speed of objects
displayed in association with the player operation,

said computer causes said computer system to determine whether at least
one of said enemy-characters to be the shooting target and the bullet fired from said
20 enemy-character will collide with the moving locus of the bullet fired from said player
character,

if said shooting target will collide with the moving locus of the bullet fired from
said player-character, said computer program causes said computer system to
display the image of said shooting target being shot at on said screen, and

said computer program causes said computer system to display the elapsed amount of the remaining time when image display processing with said visual effects can be executed on said screen.

5 2. The computer program product according to Claim 1, wherein
said computer program causes said computer system to determine whether
processing transits to bullet fire wait status where a bullet is fired from said enemy-
character to said player-character at least within a predetermined time,
and if processing transits to said bullet fire wait status, said computer program
10 causes said computer system to determine whether said player input said visual
effects request.

3. The computer program product according to Claim 3, wherein
said computer program causes said computer system to measure the elapsed
15 time amount at which image display processing with said visual effects is not
executed, and
to increase said remaining time according to said elapsed time amount.

4. The computer program product according to Claim 3, wherein
20 said computer program causes said computer system to determine whether
the mode is a mode where two or more players play, and
to update said remaining time so that the increasing amount of said remaining
time, when it is determined that the mode is a mode where two or more players play,
becomes different from the increasing amount of said remaining time in a mode
25 where one player plays.

5. The computer program product according to one of Claim 1 to Claim 4,
wherein

said computer program causes said computer system to determine whether
the image display processing with said visual effects is being executed, and

5 if it is determined that the image display processing with said visual effects is
being executed, said computer program causes said computer system to execute
image effects processing for changing the display mode visually before and after the
image display processing with said visual effects is executed for at least said enemy-
character.

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6. The computer program product according to Claim 1, wherein said
visual effects request input is a control signal which is output to said computer
system when a foot pedal connected to said computer system is stepped on by a
player.